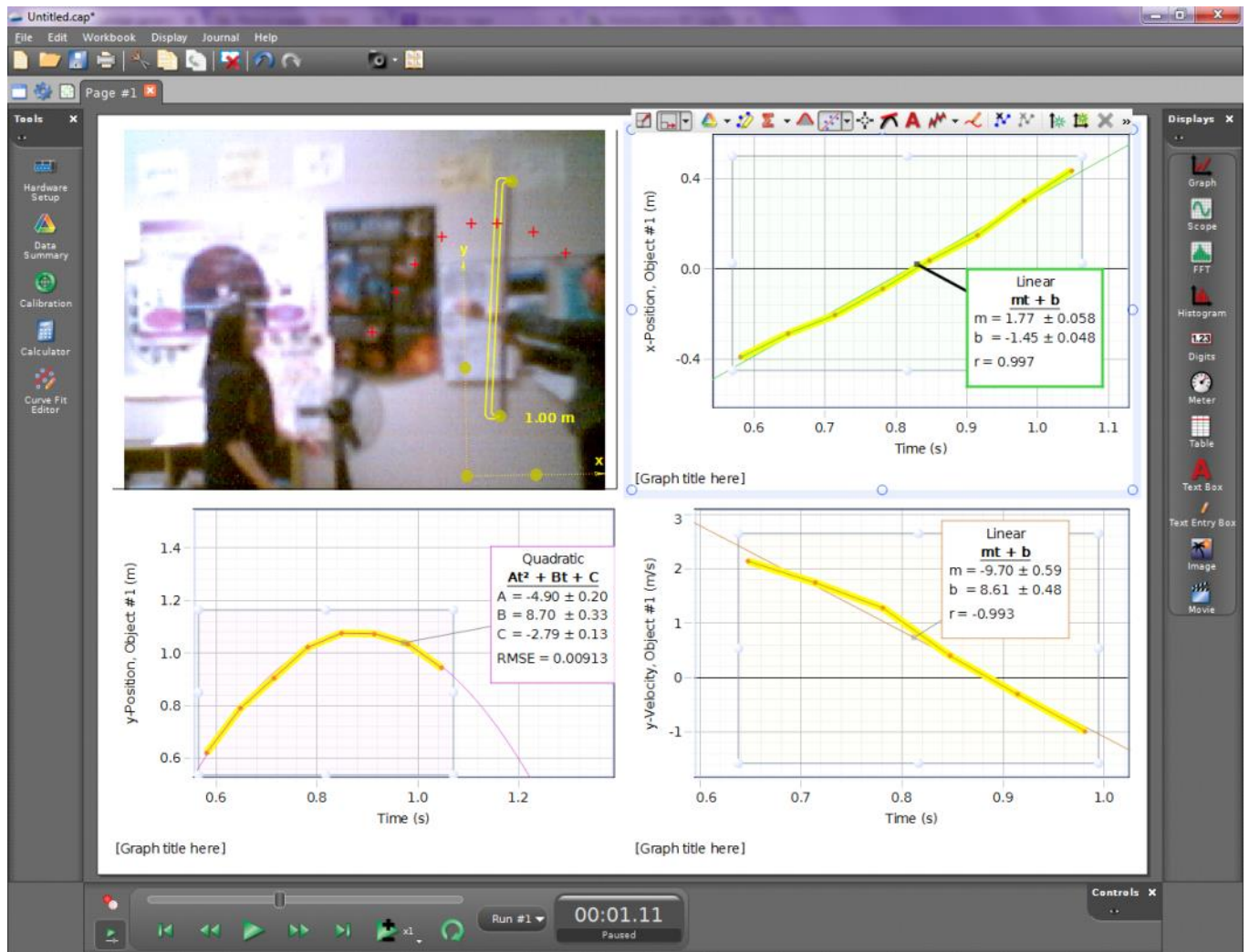


## lab: screenshot:



with x-t, y-t, vy-t graphs with equations  
in your analysis, rewrite the equations with proper units and variables  
so instead of  $y=mx+b$  write  
 $s_x = (1.77\text{m/s} \pm 0.06\text{m/s})t + 1.45\text{ m} \pm 0.05$

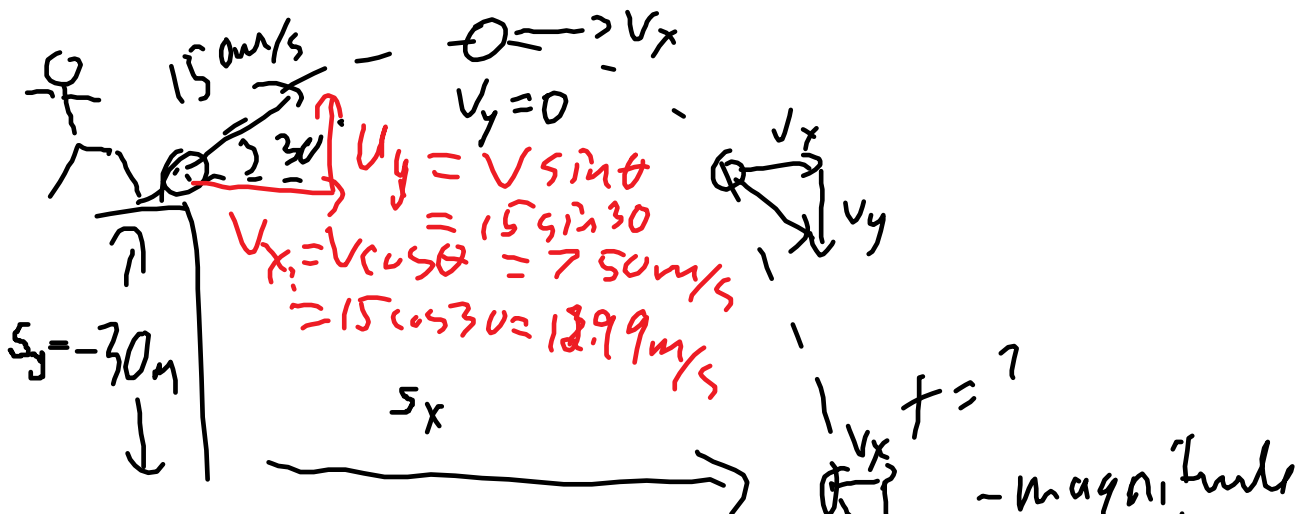
$$s_x = (1.77 \text{ m/s} \pm 0.06 \text{ m/s})t + 1.45 \text{ m} \pm 0.05 \text{ m}$$

↑  
1 sf

include a % deviation from theory ( $9.81 \text{ m/s}^2$ )  
 calculation, conclusion and sources of  
 uncertainty  
 upload to managebac?

you kick a soccer ball off a  $30.0 \text{ m}$  high cliff  
 with a speed of  $15.0 \text{ m/s}$ ,  $30.0^\circ$  above the  
 horizontal. determine

a) x and y components of the initial velocity



a) time to hit the ground

$$s_y = \frac{1}{2} g t^2 + v_y t$$

$$-30 = -4.905 t^2 + 7.5 t$$

$$0 = -4.905 t^2 + 7.5 t + 30$$

$$t = \frac{-7.5 \pm \sqrt{7.5^2 - 4(-4.905)(30)}}{-9.81}$$

$$t = 3.35 \text{ s} \text{ or } -1.8 \text{ s}$$

$$v = at + u$$

$$t_{\text{up}} = (v - u)/a = (0 - 7.5)/-9.81 = 0.7645$$

$$s_{\text{up}} = (v^2 - u^2)/2a = (7.5^2 - 0)/(2 \times 9.81) = 2.867 \text{ m}$$

$$s_{up} = (v^2 - u^2) / 2a \quad (7.5^2 - 0) / (2 \times -9.81) = -2.867 \text{ m}$$

$$s = \frac{1}{2}at^2$$

$$t_{down} = \sqrt{2 \times (30 + 2.867) / 9.81} = 2.588573653113678$$

$$\text{total time} = 2.58857 + 0.7645 = 3.35307$$

a)  $s_x$  when it hits the ground.

$$s_x = v_x t = 12.99 \times 3.35307 = 43.55638$$

43.6 m away from the cliff.

compare with kicking the soccer ball horizontally.

$$v_x = 15.0 \text{ m/s} \quad u_y = 0 \text{ horizontal}$$

$$s_y = \frac{1}{2}gt^2 + u_y t$$

$$t = \sqrt{2 \times 30 / 9.81} = 2.47309683414749$$

$$s_x = 15 \times 2.473097 = 37.096455$$

= 37.1 m much less than when kicked up at  $30^\circ$ .

it is going faster in the x direction but it is in the air less time.

10 minutes work this out

Mandatory for pass:

on level ground, what is the angle that gives

the furthest range of the projectile?  
What if the launch point is elevated?  
prove it mathematically

p64 General Problems 51-59 odds  
don't forget about Q45 - use trig identity to solve

What is the equation relating launch angle to range?

Marco:  $V^2 \sin(2\theta)/g = s_x$

$s_x = V \cos \theta t$     $s_y = 1/2gt^2 + V \sin \theta t$   
level ground  $s_y = 0$

$$0 = 1/2gt^2 + V \sin \theta t$$

$$0 = 1/2gt + V \sin \theta$$

$$t = 2V \sin \theta / g$$

$s_x = V \cos \theta \times 2V \sin \theta / g$   
recall  $2 \cos \theta \sin \theta = \sin(2\theta)$

$$s_x = [V^2 \sin(2\theta)]/g$$

max of sin is at  $90^\circ$ , so max of  $\sin(2\theta)$  is  
when  $2\theta = 90$  so  $\theta = 45^\circ$

alternately, you can go to projectile sim at  
Phet and try stuff and see what happens: